

CHEAT SHEET for SHADOW HAWK ONE™*

PLANET PHASE

To move from Solarmap to chosen sector, follow steps below (in sequence):

Press "J" = Jump . . . allows movement of cursor to specified sector

Joystick Fire Button . . . transfers you to chosen sector

To move into **Buying Mode**, follow steps below (in sequence):

Press "J" = Jump . . . move cursor to your Planet Base

"P" = Planet Base

Joystick Fire Button

"B" = Buying Mode

To unload Raw Materials, follow steps below (in sequence):

Press "J" = Jump . . . move cursor to your Planet Base

"P" = Planet

Joystick Fire Button

"U" = Unload

"B" = Buying Mode . . . Raw Materials are automatically stored

OPTIONS:

7) **Repair Damage** — After leaving this Option, returning to Repair Damage will either increase or decrease damage value.

SPACE PHASE

S — The "S" key turns the shield generator **on** and **off**. The shield regenerates your Shield Strength by 2 before each enemy attack run. Shields are always **on**.

T — Depending on the strength of your Torps, it may take more than 1 Torp to destroy an enemy ship.

D — Depending on the strength of your Disruptors, it may take more than 1 Disruptor volley to destroy an enemy ship.

B — When you "jump" to a sector you would like to monitor, drop a Beacon. From that point forward you will be able to observe any ship appearing in that sector. The number of Beacons you are carrying is displayed at bottom of computer screen in **Space Phase** only.

0-9 Keys — Actually are 0-1 Keys as applied to this game. Number "1" is engine drive. "0" shuts down engines (at drift).

Merchant Ships — Your ship only holds 30 Raw Materials so you must unload Raw Materials at your base after capturing them from Merchant Ships. No more than 250 Raw Material Units may be stored at one time.

NOTE: Lay Beacons around the Enemy Base as that is the hub of enemy activity.

***For clarification of existing instructions. Follows, in sequence, order of main text.**